

PARKER BROTHERS  
ARCADE/ACTION  
SOFTWARE

# FROGGER<sup>®</sup> THREEEDEEP!<sup>TM</sup> II

CARTRIDGE FOR ATARI<sup>®</sup> HOME COMPUTERS

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Look who's resurfaced in an all new adventure. It's Frogger! Three distinctly different screens take our fearless frog on another homeward bound journey, but this time it's under water, over water, and through the air! Frogger must swim against strong currents, whisk aver whales and hippos, sidestep snapping barracudas, spring from cloud trampolines to high-flying birds and sa much more. So, Frogger lovers, kiss your lily pads good-bye and get set for some fast and frantic fun!

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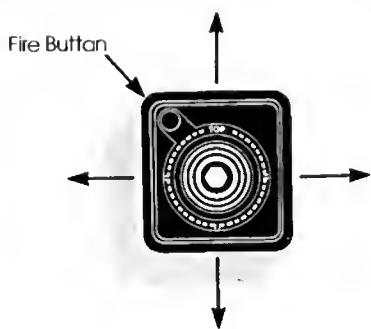
### **Setting the Console Controls**

1. For a one-player game, plug a joystick into CONTROLLER JACK #1; for a two-player game, plug a joystick into CONTROLLER JACKS #1 and #2.
2. Place the cartridge firmly into the cartridge slot.
3. Turn the ON/OFF switch to ON.
4. Press SELECT to choose a 1 or 2 player game as indicated at the top of the screen.
5. Press OPTION to begin the game starting with either Level 1 or Level 3. The level number is also indicated at the top of the screen.
6. Press START or the FIRE button to begin.

*At any time during the game you may start over again by pressing RESET, SELECT, or OPTION.*

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### **The Joystick Controller**



The joystick controls Frogger's movement forward, backward, left and right.

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### **Object**

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To get Frogger safely into the required number of home berths. Home berths are dispersed among the three different screens: *underwater*, *on the water's surface*, and *in the air*. In Level 1, for instance, there are five home berths; three in the underwater screen, and one each in the surface and air screens. Frogger need *not* reach any of the home berths in one screen before he goes to the next. As you'll see, Frogger may travel from one screen to another without loss of life. To advance to a higher difficulty level, however, Frogger must fill all open berths in each of the three screens.

*There are bonus points to be had in each screen, too. But you'll collect them only if you take Frogger to an open berth on that same screen!*

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### **Playing**

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In this game, Frogger has five lives. Remaining lives appear in the form of frogs at the bottom of the screen. The remaining number of berths to be filled appears at the top of the screen. Frogger's got a time band to watch out for, too. If he doesn't make it to a berth by the time the band runs down, it's bye-bye, Frogger. Before this happens, however, you'll hear a warning sound and see the band at the top of the screen turn red.

When Frogger loses a life, he returns to the first screen with his remaining lives.

## **Screen I: Underwater Frogger**

Deep down, Frogger knows he's gat his work cut out far him an this first leg of the jaurney. Here's what Frogger shaud know as he tries ta reach the log berths at the top of the screen:

**Alligators and snapping barracudas:** In a word, "deadly." Don't touch any part af them.

**Floating off screen:** Floating off screen will finish Frogger off in a flash, sa be careful abouf drifting in the strong current.

**Little fish and tiny fish:** These creatures aren't nearly os nasty as their neighbors. They won't hurt Frogger, but they can make it o bit more difficult for him ta reach the log berths.

**Jae the diving turtle:** Joe is pretty nice ta frogs. When he gives Frogger o free ride on his back, Frogger is safe from everybody else. Also, when he's riding with Joe, Frogger can't be hurt by drifting off screen. The two of them will wrap around to the ather side.

**Bubbles:** Catch the air bubbles that float up from the bottom, ond you'll earn bonus points. Remember that the bonus points count only if Frogger gets home an this screen!

**Larry the eel:** In all levels except Level 1, Larry the eel blows the bubbles fram the ocean flloor. Watch out because Larry can "eeliminate" you!

**Getting to the surface:** Frogger can reach the next screen in twa ways:

- a) By jumping inta a log berth that's already filled.
- b) By jumping onto the ends ar wooden underside af any log.

Remember: You do nat have ta fill ony af the log berths in order ta reach the next screen.

## **Screen II: Surface Frogger**

Frogger can't swim very well an the surface. So the only way he can make it to the life preserver berth, is ta hop from one creature or abject in a row ta another in the next raw.

*If Frogger falls into the water, he sinks all the way down ta the bottom of the underwater screen without loss af life. Remember, however, thot he may lose valouable time!*

**Logs:** Logs always make safe passage.

**Lily pads:** Lily pods are safe ta pass on and you earn bonus paints each time you da. The lily pad disappears when you leave it.

**Alligators:** Alligatars are as harmless os logs.

**Baby ducks and Mama Duck:** Baby ducks ore happy to give Frogger a lift. But don't let Momo Duck catch him of it, or she'll come after him!

**Hippos:** Hippos mean well. They're perfectly safe ta ride on, but in higher levels, they like to shake. If Frogger is on board when they stort, it's into the drink for our fearless friend.

**Whales:** Take o ride on a whale. It's fun! But if it dives, under the water Frogger goes!

**Turtles:** Frogger is perfectly safe riding turtleback. Turtles have no tricks up their shells.

**Sharks:** In higher levels, sharks skim the lily pads. Frogs beware when you hear the shark warning!

**Tugboat:** Try not to hit the tugboat. It's the life preserver berth Frogger is heading for.

**Floating off screen:** Don't let this happen!

**Super bonus points:** Can you discover how ta earn them?

**Getting into the air:** The only way to get airborne is to jump onto Mama Duck who flaps her wings and flies Frogger there. Just remember that she won't do Frogger this favor when he's riding with her babies!

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### **Screen III: Airborne Frogger**

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In this screen, our hero finds himself on a large cloud. This cloud has a lot of spring, so start bouncing Frogger up and down, holding the joystick UP to bounce higher and higher. Hold the joystick DIAGONALLY to bounce sideways and DOWN to stop bouncing. The trick is to hop onto a bird, then keep hopping from row to row until Frogger reaches the cloud berth.

**Butterflies:** Yum! Frogger loves to eat butterflies and each time he does, he receives bonus points (and collects them when he makes it home on that screen). He pays a certain price for it though, because for each butterfly he gobbles, a hole opens up (or widens) in the cloud—a hole that Frogger might fall through!

In higher levels Beulah Blockwing, the beautiful block butterfly, appears. Beulah is nobody's snack, so stay out of her way!

**Clyde the flying dragon:** Because Clyde loves those pretty little butterflies, he stays close by to protect them. He doesn't do this for Frogger, so don't run into him.

**Birds:** All the birds are glad to give Frogger a ride. If Frogger should miss a connection and fall, he may be caught by the cloud, unless, of course, he falls through a hole.

**The Airplane:** In higher levels, an airplane appears at the top of the screen. Stay away from it! Little frogs are not meant to ride airplanes.

**The Stork:** Every 10,000 points, a stork appears at the top of the screen. If Frogger hops a ride with him, what does he get? Why, a baby frog, of course! The baby frog gives Frogger another chance to stay in the game.

**Flying or bouncing off the screen:** Don't let this happen!

**Falling through a hole in the cloud:** If Frogger falls onto a log, he ends up in the surface screen. If Frogger falls into the water, he ends up in the underwater screen.

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## ***Difficulty Levels***

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As the game progresses from level to level, the speed and density of obstacles increase, making the game more and more challenging. There are nine levels in all.

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## ***End of Game***

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The game ends when Frogger loses his last life. To play again, press the FIRE button.

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## ***Two-Player Game***

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In a two-player game, players alternate turns. The LEFT player goes first.

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## ***Scoring***

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Reaching a home berth . . . 1000 points  
Advancing a row . . . . . 15 points  
Time remaining . . 32 points per second

*Bonus points:*

Jumping off a lily pad . . . . . 25 points  
Eating an air bubble . . . . . 100 points  
Eating a butterfly . . . . . 100 points

*Note:* Bonus points are collected only when Frogger reaches a home berth on that same screen.

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